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EDUCATION

Ph. D. in Artifical Intelligence (2013)
M. Sc. in Computer Science (2009)

PROJECTS

Fenster (2023-present) ⊘
Ultra-minimal, opinionated library for cross-platform 2D canvas and audio output.

Webview (2017-present) ⊘
Lightweight Electron alternative, used in many production desktop apps. Led architecture, implementation, community building. Spoke at conferences, meetups; collaborated with startups.

Anvil (2015-2019) ⊘
Fast, minimal reactive UI framework for Android. Open-sourced, presented at DroidCon, transitioned to community maintainers.

Jsmn (2009-2019) ⊘
One of the fastest JSON parsers. Used by AWS, Wireshark, Espressif. Co-maintained with active OSS community.

EXPERIENCE

BACKEND TECH LEAD, Grafana Labs (2021-present)

Led a globally distributed team across time zones; drove architectural evolution from monolith to independent multi-tenant services. Orchestrated large-scale refactoring to reduce technical debt and enhance team ownership. Replaced unmaintained third-party components (web framework, ORM, test harness) with standard library solutions to stabilize and simplify the backend. Introduced foldered resource support, a long-requested core feature, and improved search performance by 6x. Migrated CI/CD from Drone to GitHub Actions and Argo CD. Built a high-performance Git library in Go (orders of magnitude faster than go-git), enabling GitOps as a first-class feature.

Go, TypeScript, SQL, AWS, GCP, k8s, OpenTelemetry

MANAGER SOFTWARE ENGINEERING, Sixt (2018-2021)

Developed a business-oriented build system for Go and Java microservices. Led CI/CD migration for hundreds of developers; drove adoption of Go modules and implemented a near proxy to halve build times. Built internal load balancers, telemetry libraries, Kafka/Gradle plugins.

Go, Java, SpringBoot, AWS, Jenkins, Gradle, gRPC, Protobuf

SOFTWARE DEVELOPER, Cesanta (2017-2018)

Delivered production-ready IoT solutions under tight hardware constraints. Built a minimal ES6 interpreter for embedded systems and designed a TLS layer from scratch for a custom TCP/IP stack. Added 2G/3G modem support.

Arduino, STM32, ESP32, GCP, Firebase, TCP/IP, TLS, MQTT, RPC, C, Go

SENIOR SOFTWARE ENGINEER, LynxInnovation (2011-2016)

Developed software for digital signage with US and China teams. Led the Android team in Shanghai; created a custom RTOS to reduce hardware costs. Designed an IoT cloud platform for OTA and remote diagnostics. Introduced rapid prototyping tools enabling interactive client demos.

Android/Embedded linux, AVR/STM32, AWS, Go/C/C++/JavaScript

SENIOR SOFTWARE ENGINEER, FabulaTech (2008-2011)

Led a small team delivering commercial hardware virtualization products across Linux, macOS, and BSD.

Linux kernel, SunOS, Darwin, BSD, TCP, USB, RDP, C/C++

SOFTWARE DEVELOPER, IDEGroup (2007)

Developed a virtual USB host controller and initiated automation for virtual USB driver testing.

Windows NT, Windows Services, KMDF, UMDF, USB, C++